

Holi		
Duration:	45 min	
Number of players:	2- 4	players
Materials/ Tools needed:	3D boardgame	
Publisher:	Floodgames	
Game Designer:	Julio E. Nazario	
Language	Eng	
Links:	https://pen-en-pion.nl/en/a-three-level-tactical-game-around-the-holi-festival/	
Type of game:		
<input checked="" type="checkbox"/> board <input type="checkbox"/> card <input type="checkbox"/> role play <input type="checkbox"/> simulation <input type="checkbox"/> computer <input type="checkbox"/> Serious <input type="checkbox"/> Other	Main topic:	
	Celebrate the end of winter in the festival Holi, the festival of colors.	
Short description/ Goal of the game:		
<p>Holi is a three-dimensional game. You start at the bottom of the game board and climb up one level at a time. The floors are transparent. If you climb to the top and stand on a space where nobody is standing, you will (logically) fall another floor down. So look very carefully. As an aid, there are coordinates on the sides so that you go from D3 second floor to the right place: D3 on the third floor.</p>	Image:	
		
Educational value/ Learning Objectives:		
<ul style="list-style-type: none"> ● sharing and exchanging holidays from different cultures ● Besides the cultural exchange, this is a strategic game somewhat reminiscent of chess. ● Working with coordinates ● Spatial insight 		

Recommendations for use:

- Getting people to become curious about each other's cultural background
- Exchanging about cultural holidays and customs
- Start without the extra assignments cards so players can get used to the play board.
- Make teams and let one player give the instruction for moving to new coordinates to the other player. The focus is then on using coordinates and practicing spatial insight.

